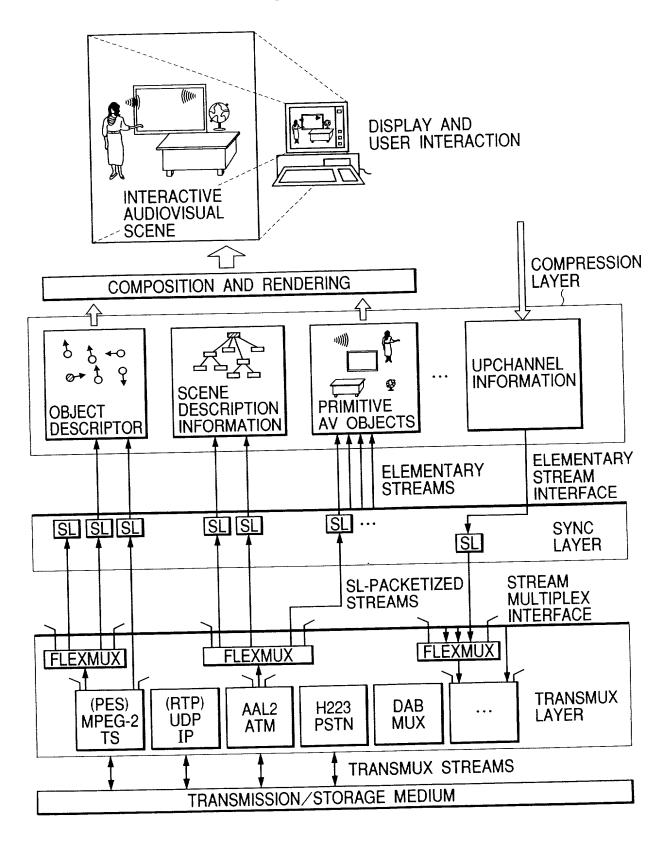


FIG. 2



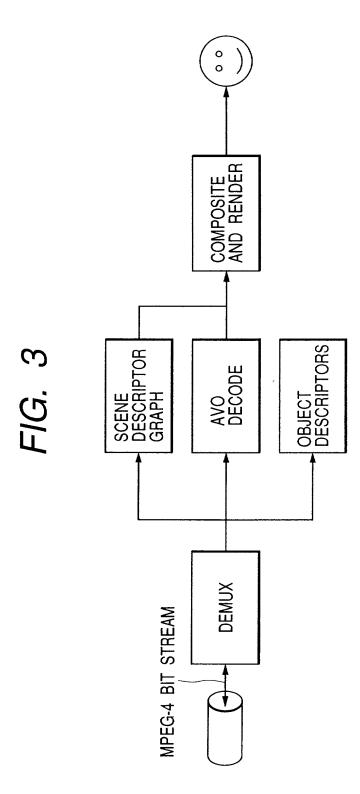
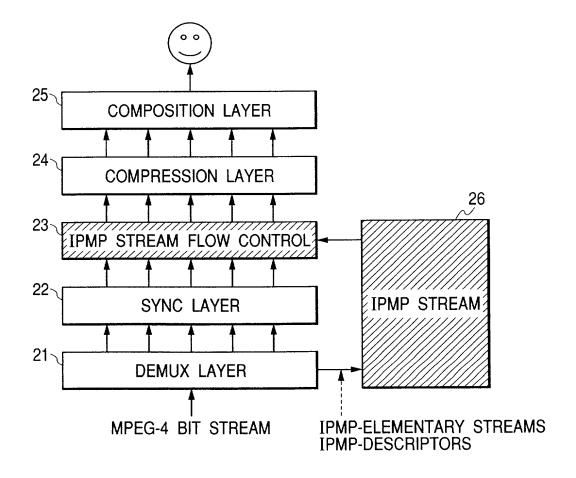
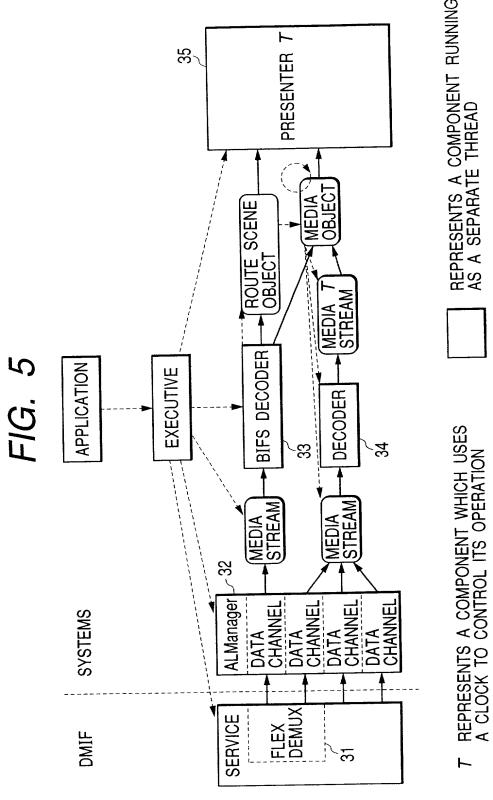


FIG. 4





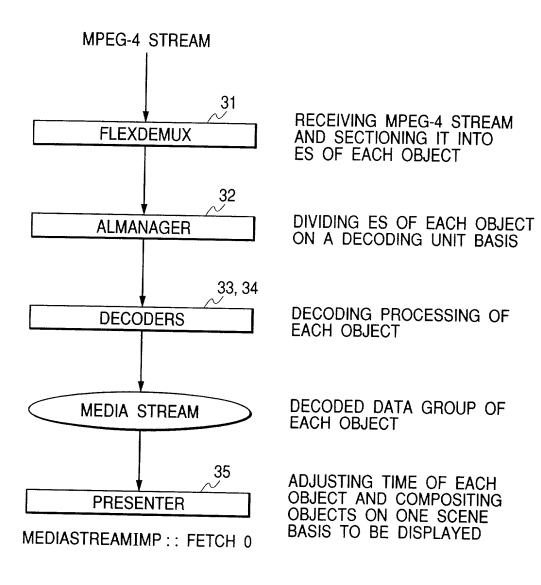
REPRESENTS A COMPONENT RUNNING AS A SEPARATE THREAD

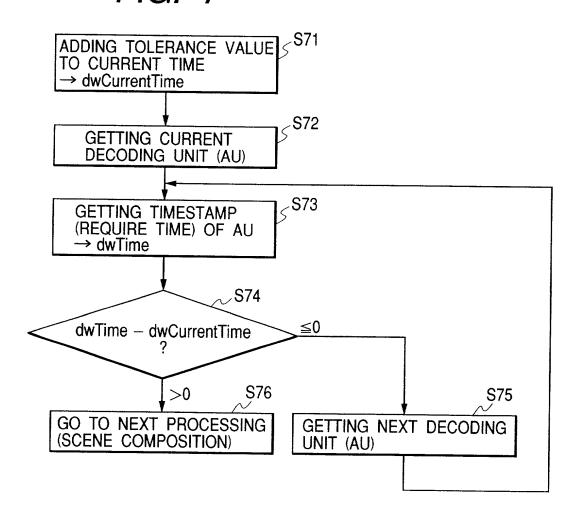
REPRESENTS A COMPONENT WHICH IS A SHARED DATA STRUCTURE

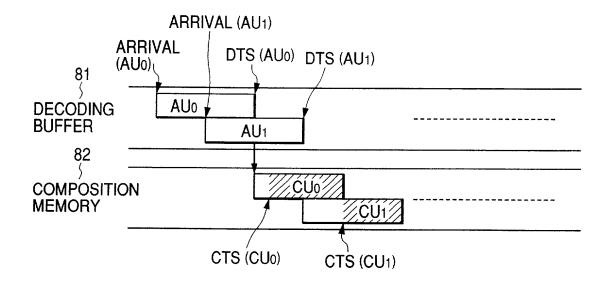
SHOWS THE DIRECTION OF DATA MOVEMENT

POINTS FROM THE OBJECT WHICH INSTANTIATES THE OBJECT POINTED TO

FIG. 6

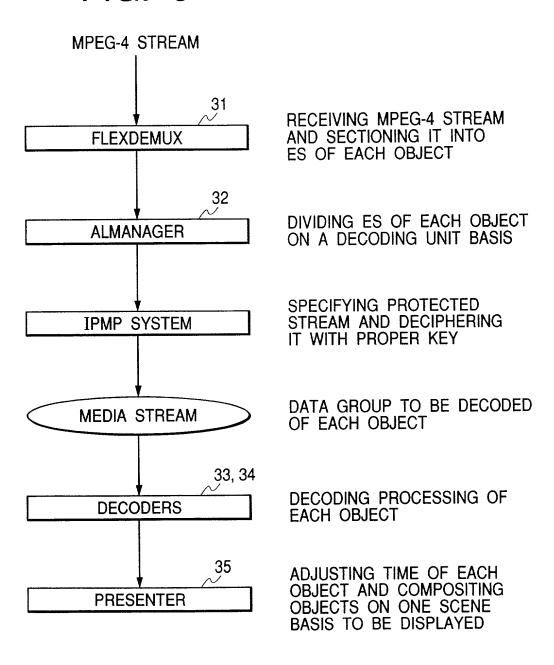


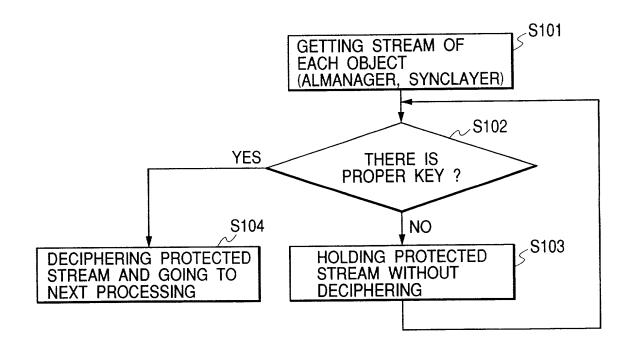


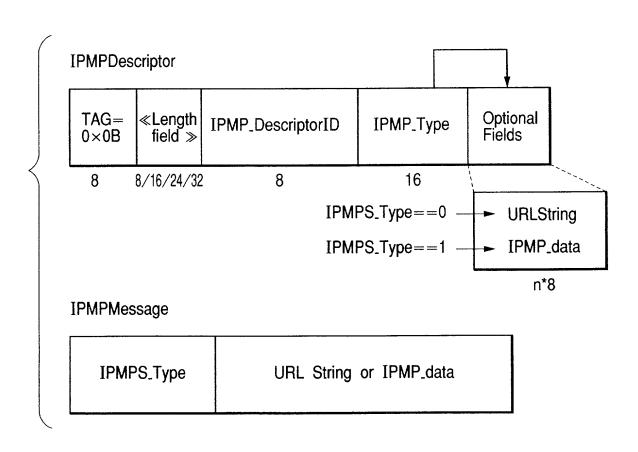


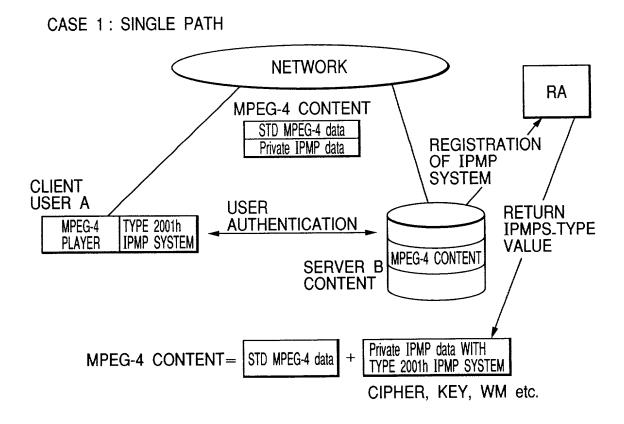
= AVAILABLE FOR COMPOSITION

FIG. 9









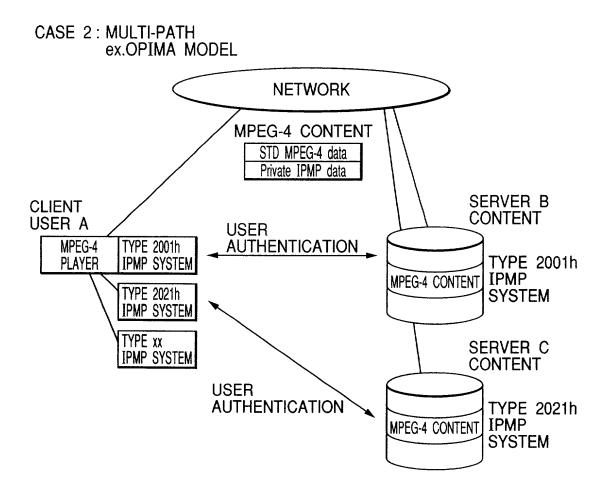


FIG. 14

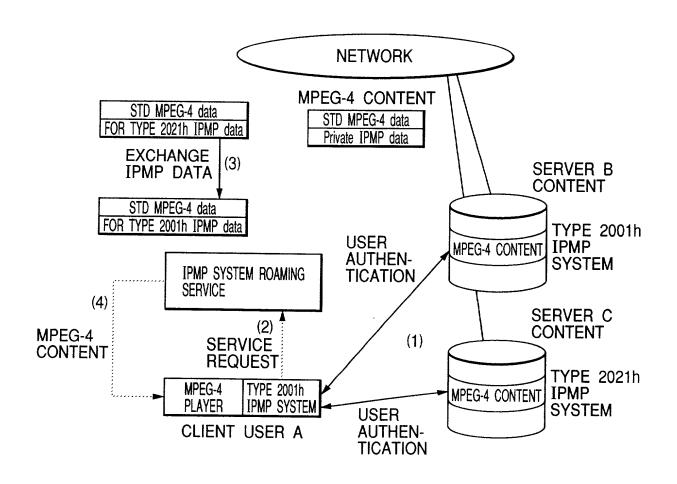
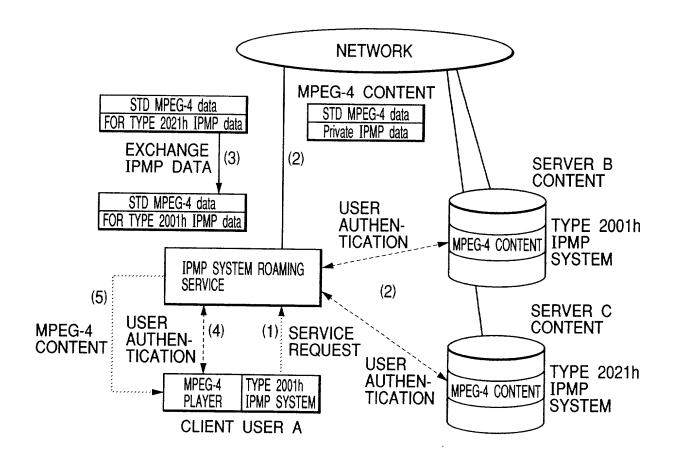
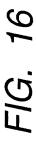


FIG. 15





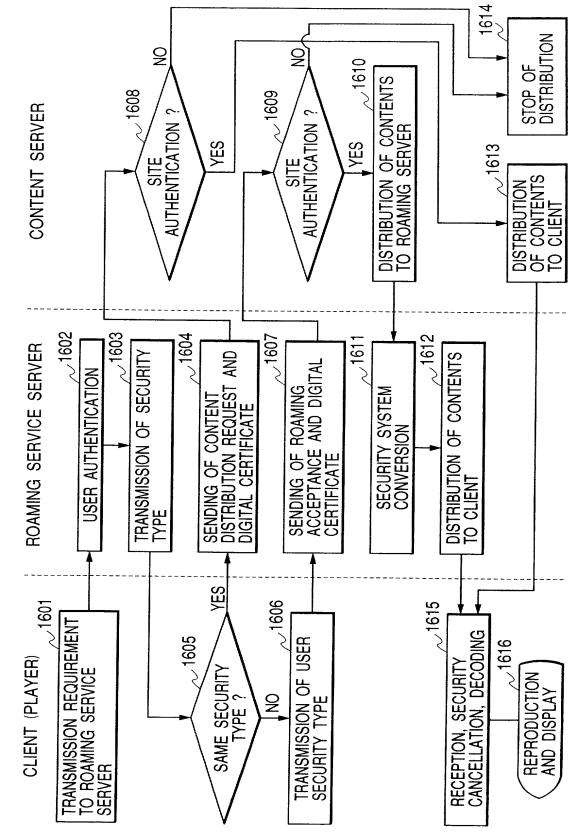


FIG. 17

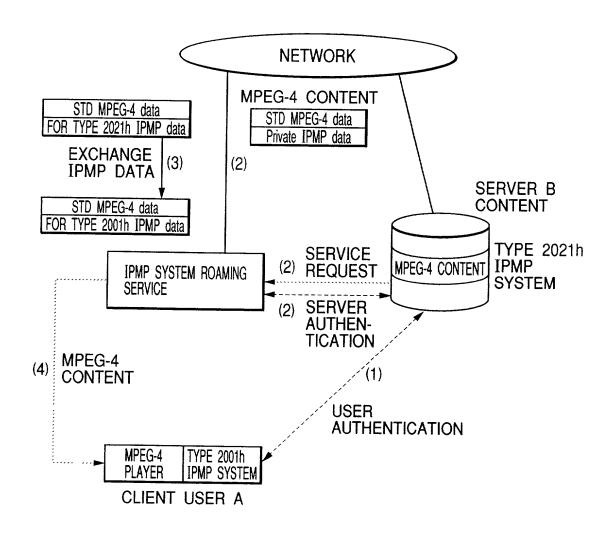
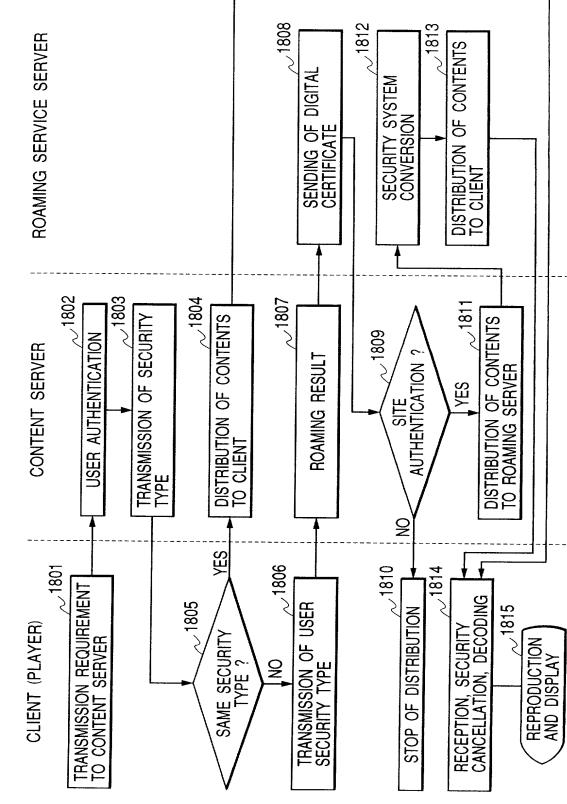
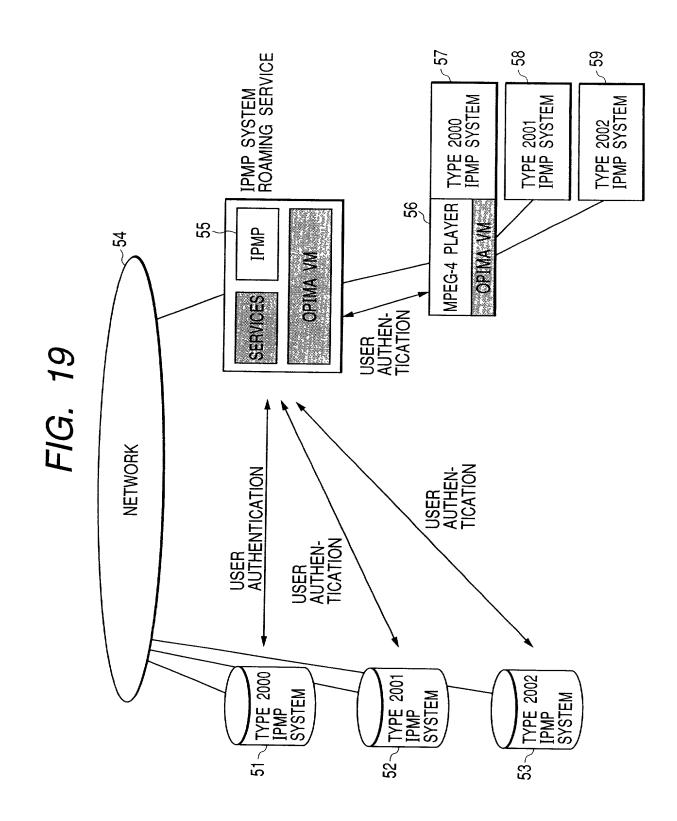
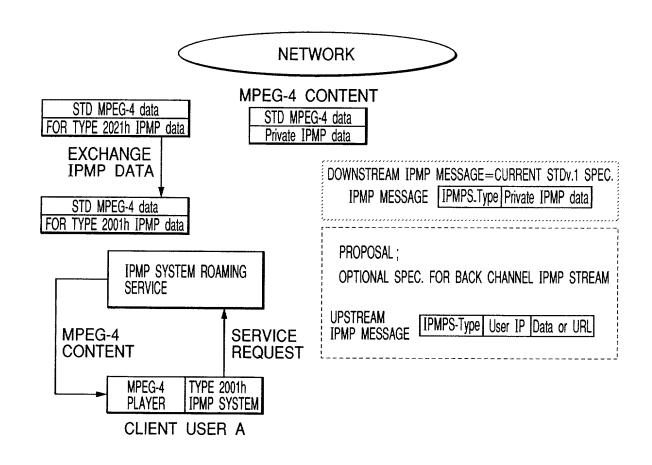


FIG. 18







**211** SCENE COMPOSITION AND GRAPHIC **PROCESSING** • : ACCESS CONTROL POINT  $\sim$  209 ~ 210 SCENE DESCRIPTORS AUDIO VISUAL OBJECT DECODER OBJECT DESCRIPTORS 212 20<u>7</u> 98 288 DEMUX **IPMPS IPMPStream** CLIENT SIDE S S02 ≥ BACK-CHANNEL INPUT AND OUTPUT DATA MPEG-4 BIT STREAM ON NETWORK CORRESPONDING TO BACK-CHANNEL WHEN SERVER SIDE <sup>2</sup>201 DecoderConfigDescriptor\_upStream=1 M**PCMCIA** IEEE1394 PHONE USB URL3 URL1 KEYBOARD 204 URL2 MODERN PC CARD DISPLAY 203

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FIG. 22

